

San Leandro
Computer Club June 1995
Journal

Election of Officers



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San Leandro Computer Club

P.O. Box 1506

San Leandro, CA 94577-0374

An Independent money losing organization of Atari computer users. Membership, at \$20, doesn't buy you a whole lot, but the price has never been raised. Call an officer to join.

Club Officers:

President: Robbie Bridges (510)797-5636
 Vice-President: Peter Chen (408)259-9642
 Treasurer: Glenn Fowler (510)530-7128
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Software Chairmen:

8-Bit: Bob Scholar (510)232-5330
 16/32-Bit: Glenn Fowler (510)530-7128

Disk Librarians:

8-Bit: Glenn Fowler (510)530-7128
 16/32-Bit: Joe Castro (510)865-1852

Print Librarian:

8/16/32/64-Bit: Einar Andrade (510)484-4484

Special Interest Groups:

(Call them with questions)

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 Beginners 8-bit: Glenn Fowler (510)530-7128
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 Publishing: Jim Hood (510)672-1244

Journal Staff:

Editor: Steve Goldstein (408)257-2058
 8-bit Editor: Bob Woolley (510)865-1672

If this Journal looks different, it's because the editor has joined the rest of the world and moved to a PC compatible computer. I have finally come to the conclusion that in order to function as a computer professional in today's world, I have to have something that can interface with other members of the field.

Unfortunately, the ATARI, while a good computer in it's own right, just isn't compatible with the rest of the world. I will continue to edit the Journal but I will be doing so on a 486DX/2-66Mhz. AST computer.

Election of Officers Tuesday June 6, 1995

Vote Early and Often!

June 1995

S	M	T	W	T	F	S
				1	2	3
4	5	Main Meeting 6 8:00 P.M.	7	8	9	10
11	ST/PC SIG 12 8:00 P.M.	13	14	15	16	17
18	19	20	21	22	23	Journal Deadline 24 12:00 P.M.
25	26	27	28	29	30	

Get on Pac Bell's Toll Road to the
Information Super Highway

Call a BBS

8-Bit West

(510)895-8022

OUR LATEST 8-BIT D.O.M.

By Bob Scholar SLCC 8-bit Software Chairman

SLCC1306.DOC

JUNE 1995

GENERAL COMMENTS

No music programs have been added to our library for several years now. The ANTIC MUSIC PROCESSOR (V. 2.0) by Steven Lashower is featured here. It adds a lyrics editor to the previous "AMP" player program.

D.O.M. SUMMARY

This DOM has a Text/Adventure and 3 other Games; 2 UTILities; a DEMO; & the AMP2.DOC- on the front. The back has the "AMP2" player program and six music selections.

CONTENTS- DISK #1306:-

Front:- Boot with BASIC!

*SLCC1306.DOC	030	HELLO	010
AUTORUN .SYS	002	MENU	034
DOS .SYS	037	AMP2 .DOC	048
COUNTWD .BAS	003	CUSTBOOT.BAS	023
CUSTBOOT.DOC	005	DUNE1 .DOC	026
DUNE2 .DOC	044	DUNE3 .DOC	034
DUNE .INT	031	DUNE .BAS	145
MUNCHIN .BAS	063	PASTA .BAS	118
PIPE .BAS	007	SE .BAS	047
000 FREE SECTORS			

Back:- Boot Without BASIC!

DOS .SYS	039	AUTORUN .SYS	106
AUGUST	077	FELON	053
MAJORGEN	135	RESTRNT .AMP	163
RHAP4	032	SPRING	095
007 FREE SECTORS			

PROGRAM DETAILS

AMP2 (Antic Music Processor, Ver. 2.0) by Steven Lashower, is the main feature on side B of this disk. It's been renamed AUTORUN.SYS. DOS.SYS is added, so it can be loaded by booting -without BASIC. This side also has a group of six selections. Three have lyrics, and three don't. AMP2.DOC (on side A) explains how to use the music and lyric editors. It also gives some relevant information about the Antic Music Processor's development.

COUNTWD (Countwords) is a UTILITY I adapted from an EDITor's comment on page 8 of ANTIC (11/84). When RUN, it

shows "ERROR 170 on Line 10". LIST that line, and it prompts you for the Filename you want counted. Make sure it's on the disk in Drive 1!

CUSTBOOT.BAS writes a message to Sector 3; which displays while you're booting. You saw it when you booted this disk. In effect, it uses No disk space. The program and its DOC are on the (first!) "NEW AC" disk.

DUNE is a group of five files (3 Docs; 1 INTro. and 1 *.BAS) from the Bellcom collection. Together, they're a Text/Adventure- based on the books. Brian Green is the programmer. They are dated 9/88. Docs 1 & 2 will tell you how to play it, and introduce you to the story. Run DUNE.INT to play.

MUNCHIN (or Munch'in Climb'in) by Mark Comeau from Analog #18 (4/84). A Game for 1 player & J/S- in 8 (timed) levels. Each snack is one point, but you must clean up each grid to go on. Any time left is added to your score. Press FIRE to exit a grid. Completing 8 levels earns an intermission, and a replay;- with a 10-second handicap!

PASTA.BAS (or- Good King Zulp) is a Game for 1 player, with J/S. Frank Martone wrote it and it was published in Antic (8/1989). The article gives a hilarious scenario for it- too long to include here- look it up! Your job is to collect pasta sauce ingredients while avoiding the oversize maggots & the poisoned colanders. Each screen takes 75 seconds. Your remaining time and lives (& the score) are displayed at the top. The title screen shows a list of objects and points. Each 4th one is a bonus screen. [TIP] Get the maggots to dissolve colanders!

PIPE.BAS is a small gRaphics DEMO by Mark Proudfoot, from the Tech Tips page of Antic (8/89). In GGraphics 9, it uses delicate shading to produce a nearly 3D pipe, with water(?) running out of it.

SE.BAS (Spaceship Excitement)- is another Game from J.R. Payne. It was on the AIM disk of 2,3/1992. For one player with Joy/Stick. It includes a complete set of instructions. May be best for younger players.

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General Meeting

**Thursday June 6, 1995 8:00 P.M.
San Leandro Community Library
300 Estudillo Avenue
San Leandro**

Election of Officers!!!

ST/PC SIG

**Monday June 12, 1995 8:00 P.M.
San Leandro Community Library**